30.   A simulating method, comprising the steps of:

creating a virtual environment;

defining nodes of virtual objects within the virtual environment;

inputting data from sensors worn on bodies of at least two users;

converting the inputted data to position and orientation values;

associating the position and orientation data with said nodes;

determining view points of said users;

receiving a synchronization signal;

calculating an image frame for each eye of each of said users;

displaying the image frames to each of said eyes of said users;

obtaining updated position and orientation values of said users;

determining if the virtual environment has been modified;

redefining the virtual object nodes if the virtual environment has been modified;

recalculating the image frames for each of said eyes of said users; and

displaying the recalculated image frame to each of said eyes of said users.